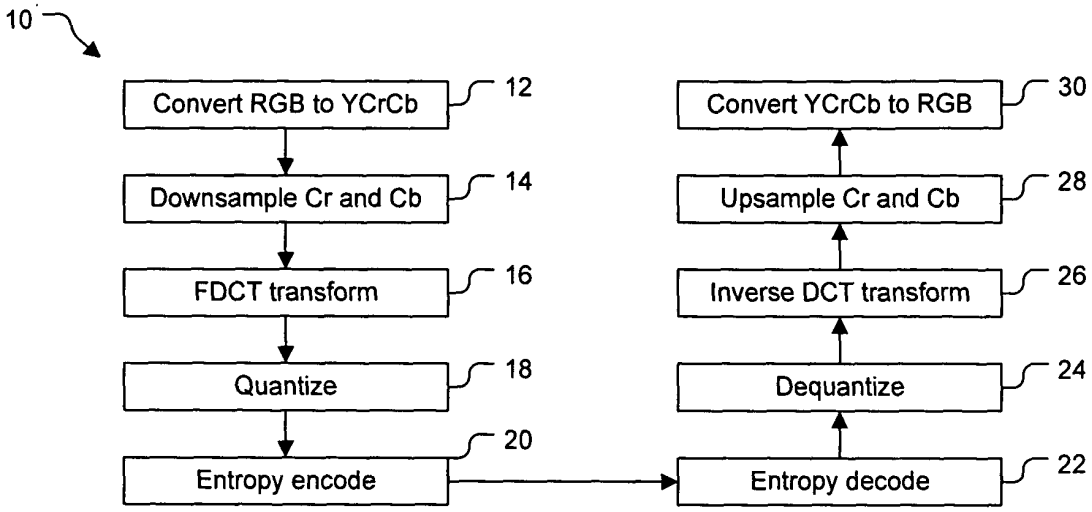


Fig. 1
(Prior art)

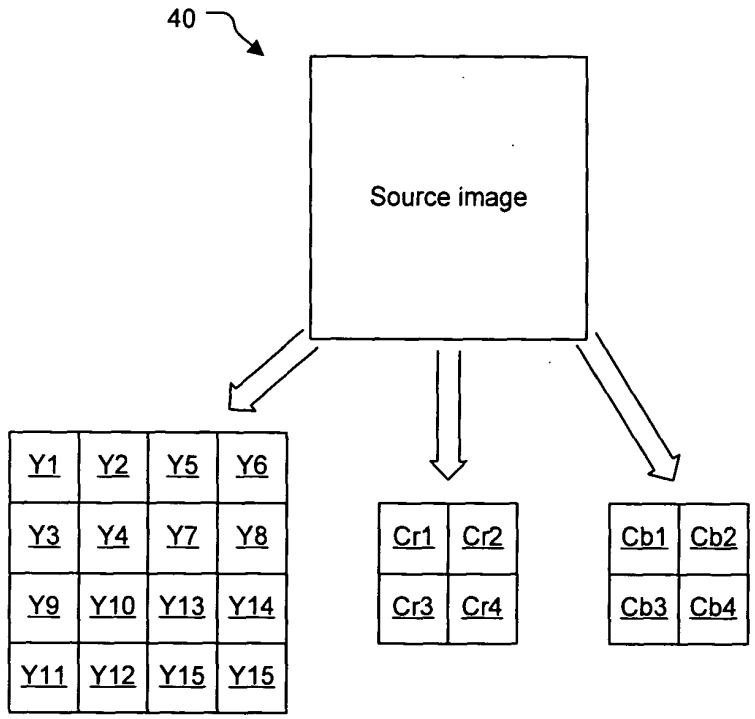


Fig. 2A
(Prior art)

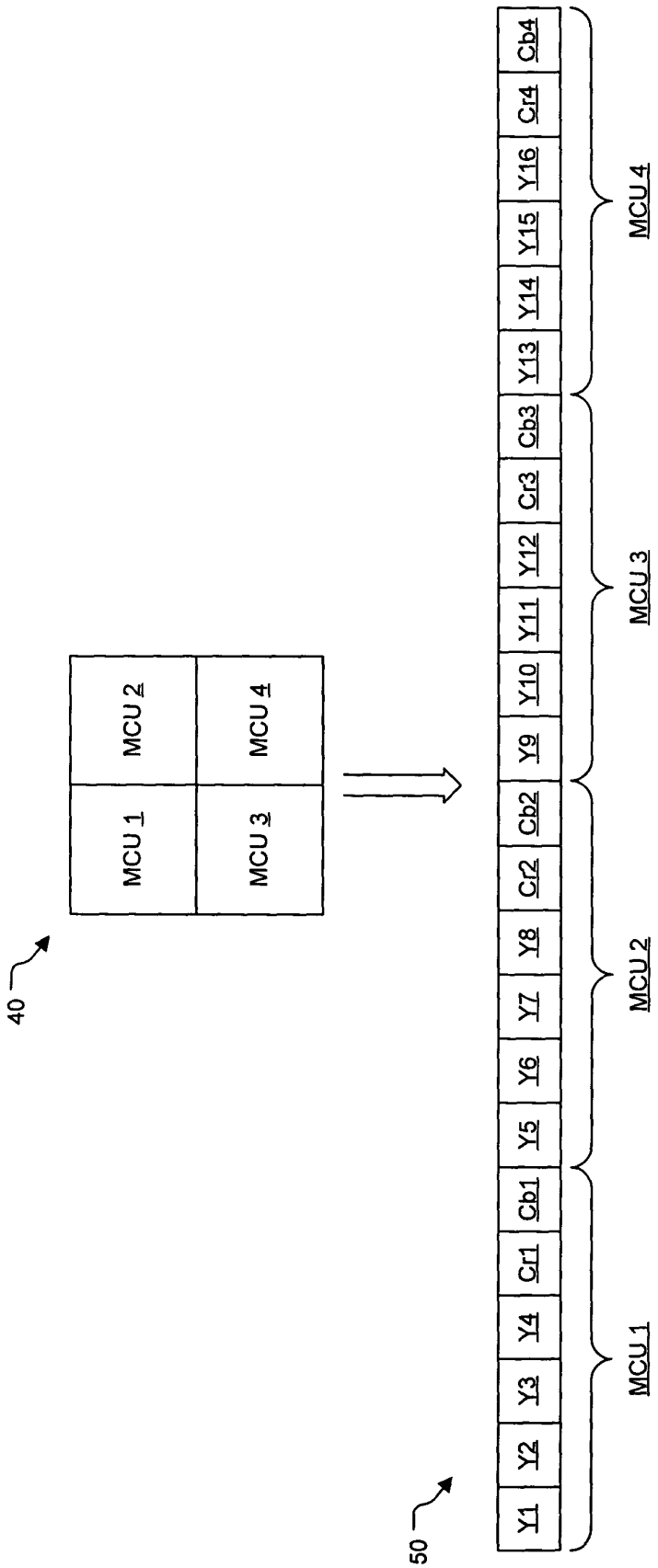


Fig. 2B
(Prior Art)

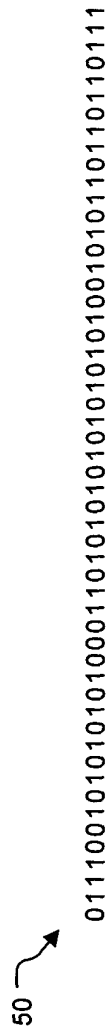


Fig. 3
(Prior Art)

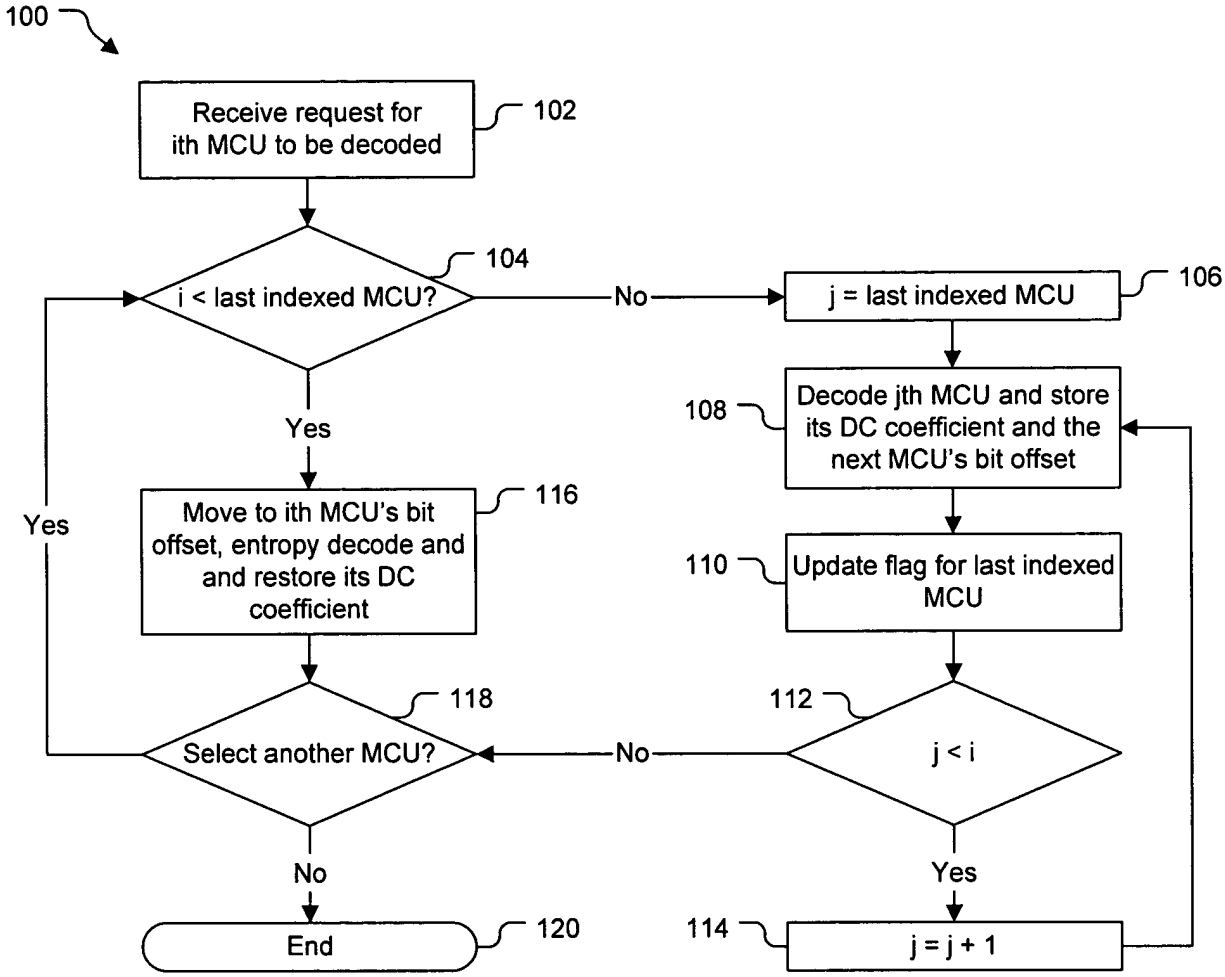
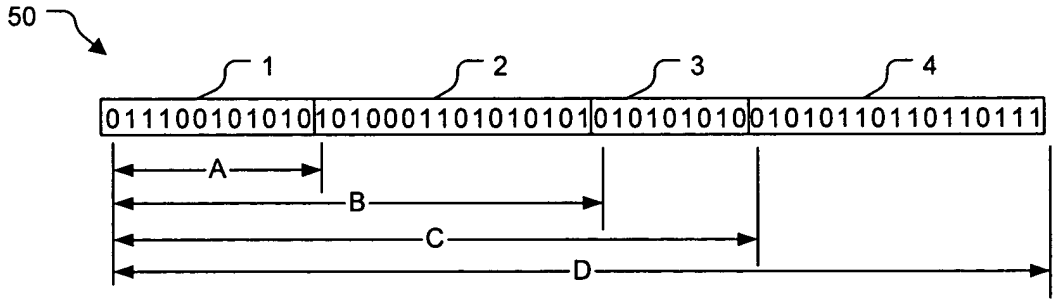


Fig. 4



130

Block #	Last indexed	Bit offset	DC coefficient
1		A	1
2		B	2
3	X	C	?
4		?	?
...		...	...

Fig. 5

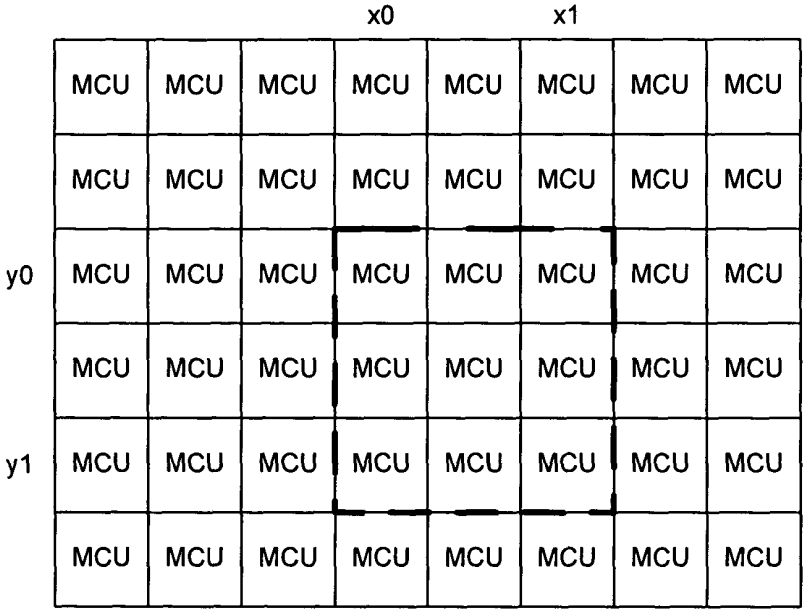


Fig. 6

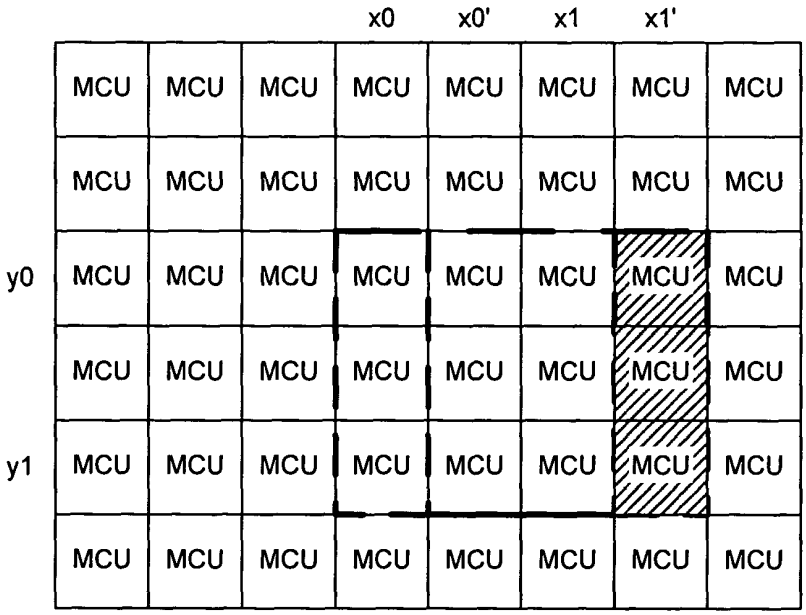


Fig. 7

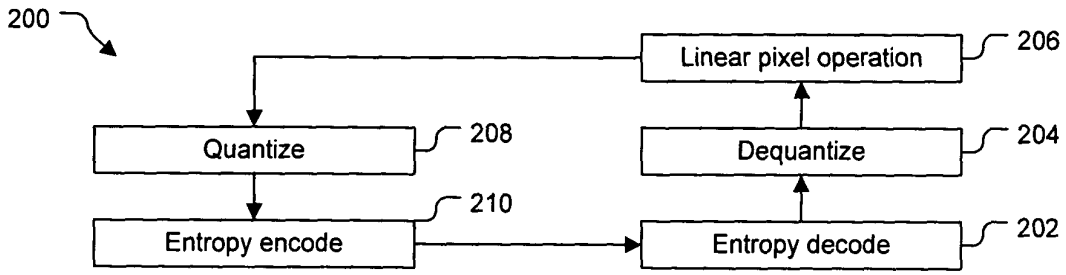


Fig. 8

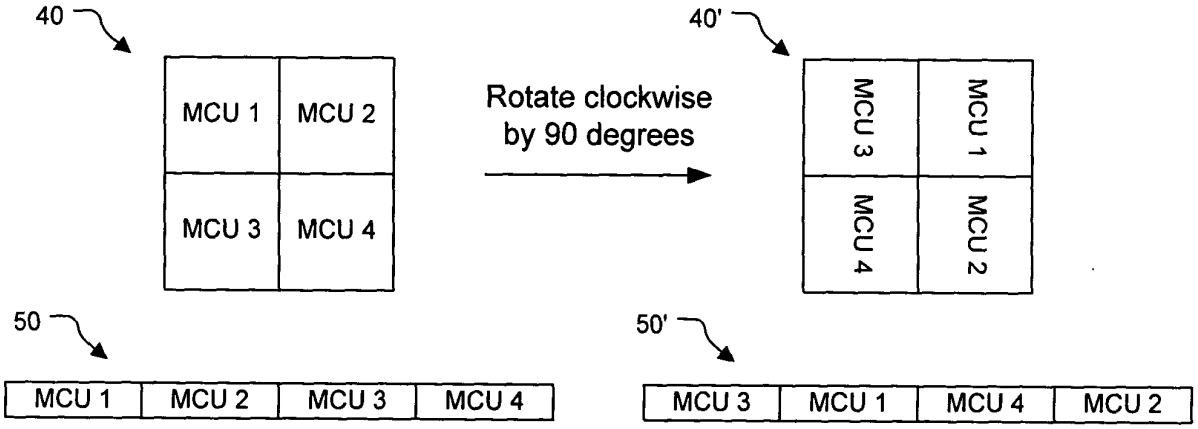


Fig. 9

230

Block No.	Block editing list
0	Enhance + rotate + crop
1	Rotate
2	Enhance
...	...

Fig. 10

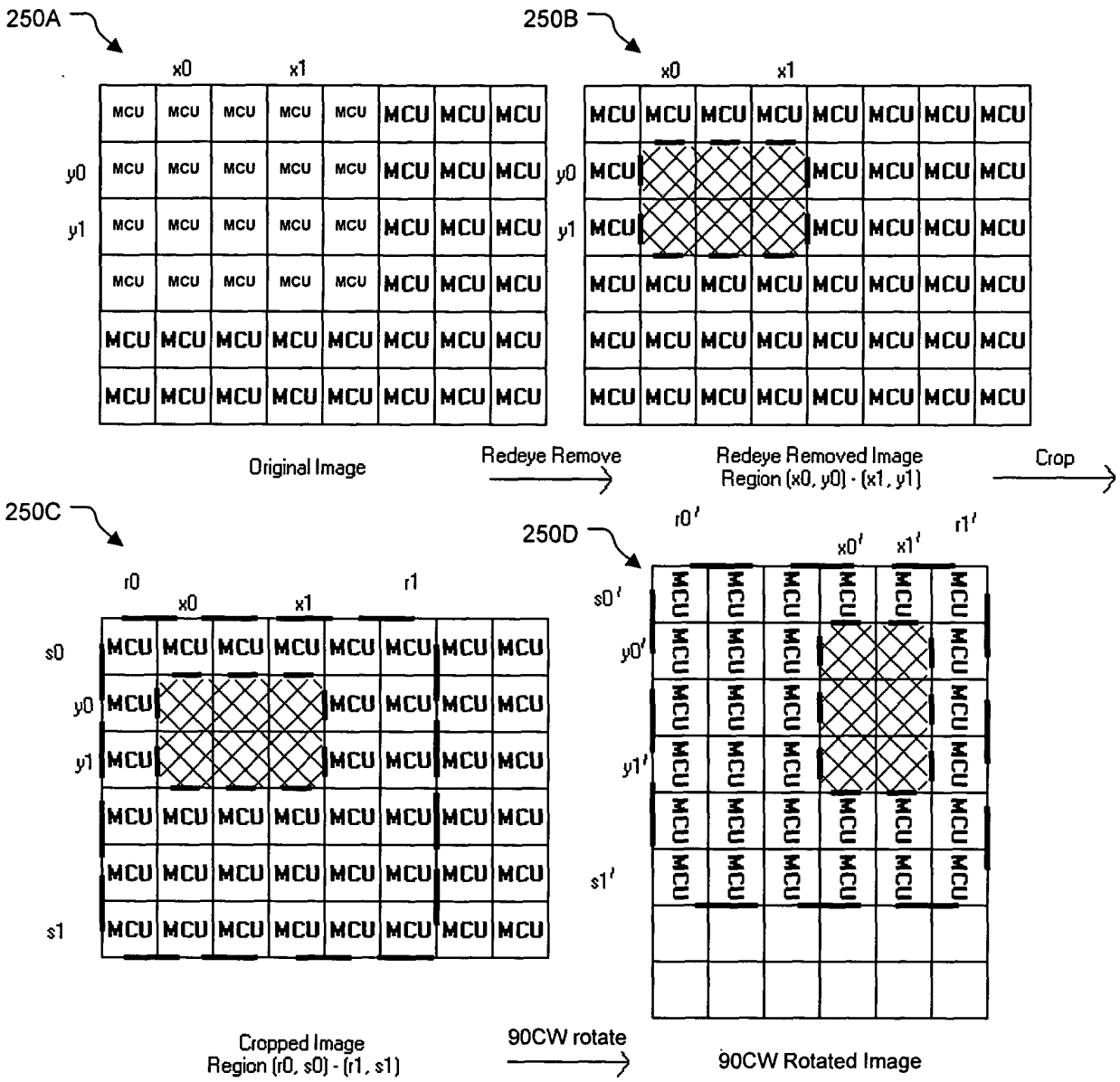

250A
250B
x0
x1
y0
y1
MCU
Original Image
Redeye Remove
Redeye Removed Image
Region (x0, y0) - (x1, y1)
Crop
250C
250D
r0
r1
s0
s1
x0'
x1'
y0'
y1'
s0'
s1'
r0'
r1'
Cropped Image
Region (r0, s0) - (r1, s1)
90CW rotate
90CW Rotated Image

Fig. 11

270A

Block No.	Block Coordinates	Block Editing list
0	(0, 0)	NULL (at start)
1	(1, 0)	NULL
2	(2, 0)	NULL
3	(3, 0)	NULL
...	...	...

Fig. 12A

270B

Block No.	Block Coordinates	Block Editing list
0	(0, 0)	NULL
1	(1, 0)	NULL
2	(2, 0)	NULL
...	...	...
N	(x0, y0)	Redeye Removal
N+1	(x0+1, y0)	Redeye Removal
...	...	...
M	(x1, y1)	Redeye Removal
M+1	(x1+1, y1)	NULL
...	...	...

Fig. 12B

270C

Block No.	Block Coordinates	Block Editing list
0	(0, 0)	NULL
1	(1, 0)	NULL
2	(2, 0)	NULL
...	...	...
S	(r1+1, s0)	Not Available
S+1	(r1+1, s0+1)	Not Available
...	...	...
N	(x0, y0)	Redeye Removal
N+1	(x0+1, y0)	Redeye Removal
...	...	...
M	(x1, y1)	Redeye Removal
M+1	(x1+1, y1)	NULL
...	...	...

Fig. 12C

270D

Block No.	Block Coordinates	Block Editing list
0	(r1′, s0′)	90CCW
1	(r1′, s0′+1)	90CCW
2	(r1′, s0′+1)	90CCW
...	...	...
S	(r1′, s1′+1)	Not Available
S+1	(r1', s1′+2)	Not Available
...	...	...
N	(x1′, y0′)	Redeye Removal + 90CCW
N+1	(x1′, y0′+1)	Redeye Removal + 90CCW
...	...	...
M	(x0′, y1′)	Redeye Removal + 90CCW
M+1	(x0′, y1′+1)	90CCW
...	...	...

Fig. 12D